Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:



1. (Currently amended) A method of providing <u>a plurality</u> of <u>emulation</u> instructions to a processor from an emulation instruction register, the method comprising:

receiving a plurality of emulation instructions simultaneously from the emulation instruction register;

determining <u>a</u> the validity of a first <u>emulation</u> instruction of the plurality of <u>emulation</u> instructions <u>by reading width bits</u> in the first emulation instruction;

providing the first emulation instruction of the plurality of instructions to a decoder of the processor if the first emulation instruction is valid;

determining <u>a</u> the validity of a second <u>emulation</u>
instruction of the plurality of <u>emulation</u> instructions <u>by</u>
reading width bits in the second emulation instruction; and

providing the second <u>emulation</u> instruction of the plurality of instructions to the decoder if the second <u>emulation</u> instruction is valid.



- 2. (Currently amended) The method of Claim 1, further comprising determining <u>a</u> the size of the plurality of <u>emulation</u> instructions.
- 3. (Currently amended) The method of Claim 1, further comprising storing the plurality of emulation instructions in the a-single-emulation instruction register in-subsequent-clock cycles.
- 4. (Currently amended) The method of Claim 1, further comprising receiving loading the second emulation instruction of the plurality of instructions after determining the first emulation instruction is invalid.
- 5. (Currently amended) The method of Claim 1, further comprising loading the plurality of emulation instructions in parallel into the emulation instruction register.
- 6. (Currently amended) The method of Claim 1, further comprising providing the second <u>emulation</u> instruction to the decoder after the first <u>emulation</u> instruction is completed.
- 7. (Currently amended) The method of Claim 1, further comprising providing the plurality of emulation instructions to



the decoder after a first run-test idle state without receiving multiple RTIs entering into a second run-test idle state.

- 8. (Currently amended) The method of Claim 1, further comprising providing the first and second emulation instructions to a digital signal processor.
- 9. (Currently amended) A method of <u>providing processing</u> instructions <u>to within</u> a processor, <u>the method</u> comprising:

loading a plurality of instructions into \underline{an} a single instruction register;

receiving an RTI a run-test idle state signal;

simultaneously providing the plurality of instructions to the processor; and

processing the plurality of instructions <u>without receiving</u> another run-test idle state signal.

- 10. (Currently amended) The method of Claim 9, further comprising loading the plurality of <u>instructions</u> into an N-bit emulation instruction register.
- 11. (Currently amended) The method of Claim 9, further comprising determining a the validity of each of the plurality

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of instructions before processing by reading bits in each instruction indicating a width of the instruction.

- 12. (Currently amended) The method of Claim 11, further comprising aborting the processing of any invalid instructions and loading a next instruction of the plurality of instructions from the instruction register.
- 13. (Currently amended) The method of Claim 9, further comprising loading a next instruction of the plurality of instructions from the instruction register if a no-operation instruction is loaded.
- 14. (Currently amended) The method of Claim 9, further comprising providing the plurality of <u>instructions</u> instruction to the processor a plurality of times without reloading the instruction register.
- 15. (Original) The method of Claim 9, further comprising providing the plurality of instructions to a digital signal processor.

16. (Currently amended) A processor comprising: an instruction register adapted to store a plurality of emulation instructions;

emulation control logic adapted to control \underline{a} the flow of the plurality of \underline{e} mulation instructions to a processor pipeline following detection of a single \underline{r} un-test idle state \underline{R} TI; and

a decoder to which may receive the plurality of instructions for processing.

17. (Canceled)

- 18. (Currently amended) The processor of Claim 16, wherein the <u>emulation</u> control logic determines <u>a the</u> validity of the plurality of instructions <u>by reading bits in each instruction indicating a width of each instruction and discards any invalid instructions.</u>
- 19. (Currently amended) The processor of Claim 16, wherein the <u>emulation</u> control logic loads a next instruction <u>from the instruction register</u> immediately after detecting a nooperation instruction.
- 20. (Original) The processor of Claim 16, wherein the processor is a digital signal processor.

21. (Currently amended) An apparatus, including operating instructions residing on a machine-readable storage medium, for use in a device machine system to handle a plurality of emulation instructions, the operating instructions causing the device machine to:

load the plurality of emulation instruction since a single emulation instruction register;

enter a receive and run-test idle state RTI;

provide the plurality of $\underline{\text{emulation}}$ instructions to $\underline{\text{a}}$ the processor; and

process the plurality of emulation instructions.

- 22. (Canceled)
- 23. (Currently amended) The apparatus of Claim 21, wherein <u>a</u> the validity of each of the plurality of <u>emulation</u> instructions is determined before processing <u>by reading bits in each emulation instruction indicating a width of each emulation instruction.</u>
- 24. (New) The method of Claim 1, further comprising:
 scanning emulation instructions from an in-circuit emulator
 (ICE) to a Joint Test Action Group (JTAG) interface; and

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loading emulation instructions from the JTAG interface to the emulation instruction register.

- 25. (New) The method of Claim 1, wherein a pre-determined set of width bits indicates an instruction is invalid.
- 26. (New) The processor of Claim 16, wherein the instruction register comprises first and second registers.
- 27. (New) The processor of Claim 16, wherein the emulation control logic comprises a state machine.
- 28. (New) The processor of Claim 16, further comprises a multiplexer to select between an emulation instruction for the plurality of emulation instructions to send to the processor pipeline.
- 29. (New) The apparatus of Claim 21, further comprising an in-circuit emulator to monitor operations of the processor.
- 30. (New) The method of Claim 1, further comprising executing at least one of the plurality of emulation instructions to monitor operation of the processor.